

What Is Claimed Is:

1 *Sub* 1. A game system which enables a player to play
2 a game for evaluating accuracy of operation performed
3 when the player has operated an actual performance
4 operation instrument in accordance with an operation
5 instruction given for a display image of performance
6 operation instrument appearing on a game display screen,
7 the game system comprising:

8 a mark-up processing device which marks up an
9 improvised musical operation which is played with a
10 degree of freedom of performance by the player through
11 use of the actual performance operation instrument
12 in accordance with a performance operation instruction. *Not*

1 *Sub* 2. The game system of claim 1, wherein the mark-up
2 processing device marks up the improvised musical
3 performance on the basis of a progression of musical
4 chords of the improvised musical performance of the
5 player.

1 *Sub* 3. The game system of claim 2, wherein the mark-up
2 processing device effects mark-up operation such that
3 evaluation of the player is increased every time a
4 match between a progression of the musical performance
5 chords and a progression of a plurality of preset mark-up
6 reference chords is found.

1 *Sub* 4. The game system of claim 3, wherein a progression
2 of the mark-up reference chords is memorized in a form
3 of a table.

1 *Sub* 5. The game system of claim 1, wherein the mark-up
2 processing device marks up the improvised musical
3 performance on the basis of musical performance timing
4 of the improvised musical performance of the player.

1 6. The game system of claim 5, wherein the mark-up
2 processing device effects mark-up operation such that
3 evaluation of the player is increased every time a
4 match between the musical performance timing and a
5 plurality of preset mark-up reference timings is found.

1 *Sub* 7. The game system of claim 6, wherein the mark-up
2 reference timings are memorized in a form of a table.

1 8. The game system of claim 1, wherein the mark-up
2 processing device marks up the improvised musical
3 performance on the basis of a progression of musical
4 performance chords and musical performance timing of
5 the improvised musical performance of the player.

1 *Sub* 9. The game system of claim 1, further comprising
2 a guidance information display device which displays
3 guidance information for the improvised musical

4 performance of the player.

1 10. The game system of claim 9, wherein the guidance
2 information display device changes the display image
3 of a performance operation instrument such that the
4 player can understand details of operation to be
5 performed in accordance with a progression in a musical
6 composition which is an object of improvised musical
7 performance.

1 11. The game system of claim 9, wherein the guidance
2 information display device displays a musical score
3 such that the player can ascertain the position of
4 an improvised musical performance in a musical score
5 of a musical composition which is an object of improvised
6 musical performance.

1 12. The game system of claim 9, wherein the guidance
2 information display device displays a correct
3 progression of chords of a musical composition which
4 is an object of improvised musical performance.

1 13. A game system which enables players to play a
2 game for evaluating accuracy of operations performed
3 when the players have operated actual performance
4 operation instruments in accordance with operation
5 instructions given for a display image of performance

6 *Sub A4* operation instrument appearing on a game display screen,
7 the game system comprising:

8 a mark-up processing device which marks up an
9 improvised duet musical operation which is played with
10 a degree of freedom of performance by the players through
11 use of the actual performance operation instruments
12 in accordance with performance operation instruction.

Sub B1
1 14. The game system of claim 13, wherein the mark-up
2 processing device gives a player a low evaluation when
3 a time required for playing improvised musical
4 performance played by the player fails to fall within
5 a permissible improvised musical performance time
6 preset for each player.

1 15. The game system of claim 14, further comprising
2 a mark-up result display device which displays mark-up
3 results such that each of the players can ascertain
4 mark-up results thereof through comparison.

Sub A57
1 16. A computer readable medium having recorded thereon
2 a processing program to be used for controlling
3 operation of a game system which enables a player to
4 play a game for evaluating accuracy of operation
5 performed when the player has operated an actual
6 performance operation instrument in accordance with
7 an operation instruction given for a display image

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8 of performance operation instrument appearing on a
9 game display screen, the processing program comprising:
10 a mark-up processing routine for marking up an
11 improvised musical operation which is played with a
12 degree of freedom of performance by the player through
13 use of the actual performance operation instrument
14 in accordance with a performance operation instruction.

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1 17. The computer readable medium of claim 16, wherein
2 the mark-up processing routine includes marking up
3 of the improvised musical performance on the basis
4 of a progression of musical chords of the improvised
5 musical performance of the player.

1 18. The computer readable medium of claim 16, wherein
2 the mark-up processing routine includes marking up
3 of the improvised musical performance on the basis
4 of musical performance timing of the improvised musical
5 performance of the player.

1 19. The computer readable medium of claim 16, wherein
2 the mark-up processing routine includes marking up
3 of the improvised musical performance on the basis
4 of a progression of musical performance chords and
5 musical performance timing of the improvised musical
6 performance of the player.

Sub B1

1 20. The computer readable medium of claim 16, wherein
2 the processing program further comprises a processing
3 routine for displaying guidance information for the
4 improvised musical performance of the player.

Sub B2

1 21. A computer readable medium having recorded thereon
2 a processing program to be used for controlling the
3 operation of a game system which enables players to
4 play a game for evaluating accuracy of operations
5 performed when the players have operated actual
6 performance operation instruments in accordance with
7 operation instructions given for a display image of
8 performance operation instrument appearing on a game
9 display screen, the processing program comprising:
10 a mark-up processing routine for marking up an
11 improvised duet musical operation which is played with
12 a degree of freedom of performance by the players through
13 use of the actual performance operation instruments
14 in accordance with performance operation instruction.

Sub B3

1 22. The computer readable medium of claim 21, wherein
2 the mark-up processing routine results low evaluation
3 of a player when a time required for playing improvised
4 musical performance played by the player fails to fall
5 within a permissible improvised musical performance
6 time preset for each player.